



RAVNICATM
ALLEGIANCE

PLAYER'S GUIDE



RAVNICA ALLEGIANCE

Tensions continue to escalate among the guilds of Ravnica. Crises of leadership abound as the longstanding social order of the Guildpact is disrupted by mysterious forces from within and without. Guild allegiance—the foundation upon which all of Ravnican society is built—will be tested as never before.

An extended stay on Ravnica means deep immersion in the ever-renewing power struggle between guilds. Multicolored cards, Guildgates, and Guildmages all remain as the underpinnings of timeless gameplay that will welcome new players choosing a guild for the first time and delight longtime veterans who have been waiting for a fresh opportunity to demonstrate their allegiance.

THE SECOND WAVE

The five iconic guilds not featured in *Guilds of Ravnica™* now come to the forefront in *Ravnica Allegiance™*. Each guild has a distinctive play style and preferred strategy. The core of this strategy can be seen in the guild's signature mechanic. Which guild will you stand with?



AZORIUS SENATE

The best Azorius politicians are flexible in their goals and tactics, and *addendum* is an ability word that allows savvy spellcasters to tailor the effects of instant spells according to the situation at hand. You can cast spells with *addendum* on your opponent's turn at need, or wait until your main phase to cast them for an added bonus.

ORZHOV SYNDICATE

Death is not the end of a contract with the Orzhov Syndicate, and many Ravnicians find themselves bound in servitude to the Orzhov after their final moments. Creatures with *afterlife* leave Spirits behind when they die, which you can then use to pick away at your opponent's life total or sacrifice in service to other ambitions.



CULT OF RAKDOS

The Rakdos believe that there is no true revelry without someone getting hurt. If that someone is your opponent, *spectacle* will reward you with discounted costs or additional rewards for your spells. Cheap creatures and direct damage spells are the key to keeping pressure on your opponent, and if you can keep it up, your opponent's pain will give you cause for celebration.

GRUUL CLANS

Nomadic by nature, members of the Gruul Clans rely on strength and speed to successfully raid new stomping grounds. Creatures with the *riot* ability can enter the battlefield with either haste or a +1/+1 counter, giving you the choice between attacking your opponent as quickly as possible or waiting a bit longer to hit even harder.



SIMIC COMBINE

Within every ecosystem, adaptability is the key to success—and the biomancers of the Simic Combine are happy to shape evolution according to their designs. The *adapt* ability is the latest innovation in Simic technology, imbuing creatures with a latent power and toughness boost that can be activated with an infusion of mana.





A COLD WAR ON RAVNICA

The city of Ravnica spans an entire world. It is an endless city of mystery and intrigue, where anything could be happening behind closed doors, and anyone could be hiding in the tunnels and caverns beneath the streets. It is a society that relies on magic for structure and survival, and for millennia, it has been ruled by ten guilds. In more peaceful times, the guilds hold responsibility over different aspects of the city and struggle against one other for power and influence. That struggle has dramatically intensified in recent days, and the city now finds itself entrenched in a cold war.

Rising tensions between the guilds climaxed in a disastrous ending to the recent peace accord. With guild leaders losing their influence, posturing for war, or turning up dead, the public is more anxious than ever, and peace feels like a naïve dream of the past. Brisk winds whip past the spires in the sky, and steady rain turns the city's cobblestone plazas into a vast mirror of gray—the chill of autumn providing a fitting backdrop for the cooling of relations between the guilds.

Now, as trust between citizens plummets to an all-time low, many believe that open conflict would be preferable to the tension of the present. A surveillance crackdown by the Azorius has massively impacted the functionality of other guilds and motivated drastic reactionary measures. The Orzhov have isolated themselves from other guilds and funneled resources into running a protection racket. The Simic, fearing open conflict, have begun to breed supersoldiers to protect their interests. The Rakkos satirize those in power and mock the farce Ravnican guild relations have become, while the Gruul, as always, rebel fiercely.



Every guild is now focused on nothing so much as protecting their own, and those few individuals who recognize the true nature of the conflict know that even the strongest among the guilds are in over their heads.

Follow the ongoing *Ravnica Allegiance* story at [MTGStory.com](https://www.mtg.com/story).

DOVIN BAAN

Dovin Baan aspires to perfection. He adores a well-executed plan, and nothing gives him more satisfaction than correcting an error. His first trip to Ravnica was brief, but he quickly became enamored of the guilds that form the basis of Ravnican society, particularly the Azorius Senate. Dovin's talents lie in identifying the faults in a system, and it was easy for him to see how Ravnica's institutional organization could be vastly improved.

Dovin has since joined the Azorius and begun to work his way up the bureaucratic ranks. Shortly after his quiet arrival, each rung of the Azorius ladder began falling into disarray. Meetings were derailed or canceled, paperwork citing obscure legislative rulings appeared on desks as if from thin air, and before long, many among the Senate's most senior leadership found themselves removed from power. With the Azorius in the throes of internal confusion, Dovin Baan had been secretly manipulating loophole after loophole to disrupt the chain of command, furthering his own ambition and obsession with perfection.



KAYA

A confident, roguish duelist with a mysterious past, Kaya makes a living as a ghost assassin, traveling from plane to plane ridding the living of malignant spirits—for a fee. When Kaya's unique skills attracted the attention of Nicol Bolas, the ancient dragon contacted her and promised to help her troubled family if she were able to assassinate the ghosts of the Obzedat, the undying leaders of the Orzhov. Kaya readily accepted.

Amid the growing turmoil on Ravnica, Kaya arrived on the plane, found her way to Orzhova, and snuck into the basilica under the cover of night. There she encountered the imprisoned advokist Teysa Karlov, who gleefully agreed to help Kaya find her spirit targets. Kaya was able to dispatch the ages-old members of the Ghost Council with ease, and now she awaits further instructions as Bolas's mysterious plans unfold.

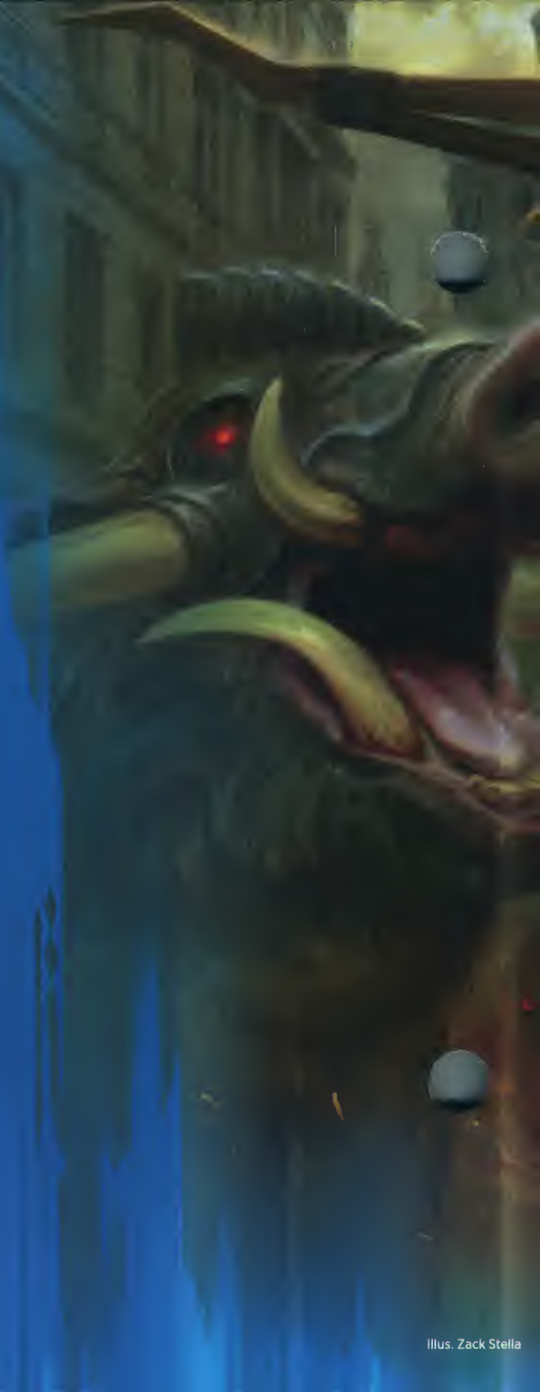




DOMRI RADE

Though born amid the civilization of Ravnica, Domri Rade was orphaned and abandoned in what remained of the wilds at a young age. Forced to fend for himself, he developed his innate magical talents to summon, command, and empower the huge beasts of the rubblebelts. He grew up with a deep-seated distrust of rules, hierarchies, and authority figures, which made him a natural fit for the Gruul once the clans recognized his magic as a form of strength that made up for his relative physical weakness.

Domri now seeks a way to challenge and defeat the cyclops Borborygmus for leadership of the Gruul. Some who follow the Old Ways view Domri's potential victory over Borborygmus as a sign that a long-promised apocalypse is imminent. They call Domri the herald of Ilharg, the Raze-Boar, a primeval god whose coming is meant to bring civilization to an end.







Illus. G-host Lee

AZORIUS SENATE

Law magic runs deep on Ravnica. It is woven into the plane itself to balance power among the guilds, and the Azorius make it their mission to study and uphold it. Without the extensive legal code crafted and enforced by the Azorius, society would crumble. The Azorius carry this weighty responsibility with stoic pride, and they perform their work of legislation, surveillance, and enforcement with steely determination.

But now, anxiety has spread through the Azorius. Uncertain who should act as the intermediary between the guilds in the absence of the Living Guildpact, the Azorius Senate decided to enact emergency powers, and the enforcement branch has rapidly assumed a tremendous amount of power as a result. The Azorius have become singularly focused on peacekeeping through surveillance; the more they can monitor, the more they believe they can protect the rule of law. These expanded powers have disrupted the balance among guilds, and many citizens of Ravnica have begun to fear the influence that the Azorius wield.



LAVINIA

Lavinia is straightforward and stern, a paragon of the law whose first loyalty is to her city. She worked as Jace's deputy during his time as the Living Guildpact, and though she often found herself performing thankless clerical tasks on his behalf, her keen sense of duty prevented her from abandoning any responsibility that helped to keep the Guildpact—and thus, the city—functioning.

Despite her concern when Jace vanished, Lavinia has refused to assume his duties outright for fear of violating the spirit of the law that binds the city's guilds together. Nevertheless, she suspects something terrible is coming to Ravnica, and she is willing to do almost anything to stop it from doing harm to her city—even if that means betraying her guild.



ORZHOV SYNDICATE

Behind the facades of religious services and banking operations, Orzhov is, at its heart, an organized crime syndicate with influence over nearly every business on Ravnica. It promises its members wealth, prestige, and longevity.

From the Syndicate's perspective, the Azorius have failed to protect the public despite taking more and more draconian measures in the name of restoring stability. Sensing opportunity, the Orzhov have ceased communication and business dealings with the other guilds and begun their own efforts to restore tranquility . . . for a price.

As a service to the city's people (and to boost their own declining profits), the Orzhov are now offering protection, promising to shield their clients from all physical and fiscal harm—with the underlying threat that those who refuse to pay for protection will instead become targets of the Orzhov's thugs and enforcers.





Illus. Magali Villeneuve

TEYSA KARLOV

Teysa Karlov is an advokist: a lawyer-mage dedicated to ensuring due process and justice for her clients. She was once successful enough to be appointed Grand Envoy to the Obzedat, acting as the public voice for the Ghost Council that ruled the guild. For years, a defining characteristic of the Orzhov was the tension between Teysa's efforts to navigate the complex political realities of the world of the living and the inflexible, avaricious will of the Obzedat. Teysa argued strenuously that the Obzedat's utter refusal to forge alliances with other guilds would eventually lead to the Syndicate's downfall.

The tension reached its boiling point when Teysa enlisted the help of Tajic, a knight of the Boros Legion, in an attempt to seize power. Her attempt failed, and the Obzedat imprisoned Teysa and eliminated the role of grand envoy—but Teysa would not be so easily discouraged. With the help of her apprentice, she works from prison to maintain lines of communication with other guilds in the hope of forging alliances should she ever regain her freedom.



CULT OF RAKDOS

Ridicule the powerful; empower the ridiculous. The Rakdos sneer at the grandiose speeches and self-important plans of other guilds, united in the belief that their rivals take themselves far too seriously. The Rakdos are hedonistic nihilists who have come to the conclusion that the power players of Ravnica deserve to be taken down a peg.

Recently, satirical performance art has been the Cult of Rakdos's weapon of choice in expressing its contempt for the other guilds. Its members' impromptu street performances often skewer famous figures or critique those in power, entralling the public with over-the-top, irreverent, and frightening spectacle. They employ masks, marionettes, effigies—or make an example by pranking a figure directly. They want to raise Ravnicans' consciousness by making barbed observations about the ridiculousness of guild society—and to have an excellent time doing so.

RAKDOS

Rakdos was one of Ravnica's original paruns. He has been alive for millennia, and the cult that formed around him has changed over time from murderous rioters to no-holds-barred performer-hedonists. Rakdos is a demanding spectator. He's seen thousands of years' worth of monologues and circus tricks, so he scoffs at any performance that lacks extravagant showmanship. Simply by being in the audience, Rakdos encourages performers to be at their best: to leave every shred of their cares and former lives behind and live their hearts' desires to the fullest.

Illus. Viktor Titov

JUDITH

Judith is a proud, ruthless diva: a soprano with perfect pitch and a taste for violence. Her performances shock and awe audiences, combining dark soliloquies with improvised arias and bizarre, painful stunts. She's the prima donna of the Rakdos, and what she says backstage goes. She tends to show up during the final act in a dramatic unveiling, marking the moment that a performance shifts and the lampooning antics turn painful. Judith has grown irritated with the attention Rakdos has received over the years. She performs eight times a week, but it's always the parun who gets all the praise. Judith keeps these complaints largely to herself, but will graciously share her opinions with anyone who asks her to sign their program.

Illus. Wesley Burt



GRUUL CLANS

The Gruul are a loose affiliation of clans that occupy Ravnica's alleyways, abandoned zones, and ruins. The clans have traditionally found a home in the Guildpact as maintainers of Ravnica's wild places, fighting tooth and nail to protect undeveloped land and reclaim parts of the city. Many clans have come to occupy the rubblebelts, a strip of war-ruined settlements that begins near the outskirts of Ravnica's Tenth District.

Despite living in a world covered almost entirely by cityscapes, the Gruul remain defiantly anti-civilization. Nothing would please the clans so much as to return Ravnica to a brutal state of nature: to tear down its ramparts, raze its buildings to the ground, and restore the pure wilderness that thrived before the city covered the world. As the other guilds teeter on the brink of collapse, the Gruul see their chance to tip the world into chaos. Anxious for their savagery to awaken the primal god Ilharg, the Raze-Boar, they are eager to raid the city on an unprecedented scale.



NIKYA

Nikya is a powerful centaur druid of the Zhur-Taa Clan. Her magic allows her to summon enormous, constricting vines from the ancient layers of Ravnica's soil. She believes in the Old Ways, and eagerly awaits the day when Ilharg, the Raze-Boar will descend upon Ravnica in a fiery rampage. Nikya is one of Domri's loudest supporters, and she is certain he will be the one to finally lure Ilharg back into the world.



SIMIC COMBINE

The Simic are devoted to studying, cataloging, and improving upon nature. Originally, the Simic Combine took on the role of overseeing public health on Ravnica, and they have continued to pursue that mission even to its logical extremes, discovering ways for nature and civilization to adapt to one another in order to preserve both.

The Simic are naturally aloof and removed from Ravnican politics, but the pressures of the outside world cannot always be avoided. In response to the mounting tensions within the city, the Simic have split into two camps: the Utopians, who believe that this cold war will pass, and the Adaptionists, who believe the Simic must innovate to survive whatever comes next. This latter group has recently gained control of the Combine under a new prime speaker, Vannifar. The guild has now directed its biomancers to focus on the large-scale Guardian Project, an endeavor to create vicious amphibious fighters that abandon much of their original morphology in favor of an array of enhancements and bioweapons. For centuries, the Simic have been a peaceful guild, but now, with everything on the line, they are preparing their new soldiers for war.

VANNIFAR

Born an elf, Vannifar is the result of extensive self-experimentation. Vannifar considers herself a superior life form: a vision of Simic's utopian ideal made flesh. She does not need to eat, sleep, or breathe; her body passively absorbs nutrients and oxygen. Until recently, Vannifar was an outsider and iconoclast: part of a minority opposition to Zegana's rule, but not a respected voice within the guild.

illus. Kieran Yanner

Nevertheless, as the political climate on Ravnica became more volatile, Vannifar gained influence. Her firm belief that the Simic must undertake more directed experimentation on sentient beings to survive as a guild began to gain traction, and she was eventually voted the new prime speaker. Under Vannifar's leadership, the entirety of the Simic Combine has aligned with the Adaptionists to continue their urgent work.

ZEGANA

Regal and reticent, this former prime speaker believes Vannifar's rule is a dangerous experiment. After her ouster, Zegana returned to the seclusion of Zonot One. She did not remove herself from public life, however, and has remained a staunch supporter of the Utopian vision. Other Utopians have rallied around her, and if Vannifar goes too far, Zegana will be there to make a case to the Combine that the prime speaker should be removed. Until then, she seeks to curb Vannifar's excesses and guard against her failures.

illus. Sławomir Maniak

TEN COOLEST CARDS

BY SAM STODDARD, MAGIC™ DESIGNER

1. DOMRI, CHAOS BRINGER

Ravnica's favorite pint-sized punk is back, and he's ready to start a riot. And if you run out of gas, don't worry; Domri can help you refill your hand with new and exciting beasts to bring civilization to its knees.



2. PRIME SPEAKER VANNIFAR

The leader of the Simic Combine is a great “build around” card for a new deck that includes a variety of powerful, situationally useful creatures that you can search for when the time is right.

3. MIRROR MARCH

You know what's better than one token copy? Two token copies. You know what's better than two token copies? Three. You know what's better than three? I think you get the point. This card may tempt you to dream big, but is that really a bad thing?



4. RAKDOS, THE SHOWSTOPPER

When Rakdos makes an appearance on the stage, your opponents will be on the edge of their seats! If you fill out your deck with other Demons, Devils, and Imps, you can just sit back and enjoy the show.

5. TEYSA KARLOV

Teysa Karlov's ability to double what are commonly known as “dies triggers” not only allows you to double your *afterlife* effects, but also has tremendous backward compatibility, letting you double the abilities on some of the strongest cards in *Magic* history.





6. CAPTIVE AUDIENCE

This is one not for the faint of heart. While Captive Audience does give your opponents some choices to make about how the card will punish them, all of those choices are downright brutal. Try not to look away as Captive Audience brings the curtain down on your opponent.



7. MORTIFY

One of the strongest removal spells from the original Ravnica block is back! Mortify is flexible in its ability to not only remove your opponent's best creatures, but also deal with Pacifism-like effects on your creatures and enchantments that might stand in the way of your victory.



8. PERSISTENT PETITIONERS

If there is one thing the Azorius are known for, it is their strict adherence to regulations. Persistent Petitioners won't overrun your opponents with their fists; instead, they do it with mountains of red tape. And unlike most *Magic* cards, there's no limit to the number of Persistent Petitioners you can have in your deck.



9. PESTILENT SPIRIT

The undercity contains many horrors, and few are more terrifying than Pestilent Spirit, which can turn even the smallest scratch into a mortal wound. Combine it with spells or creatures that deal 1 damage to your opponent's creatures to quickly wipe their board away.



10. MASS MANIPULATION

Unlike most creature-stealing effects, this spell doesn't stop at one. With enough mana, you can turn all your opponent's allies against them. The enemy of your enemy is your friend, and there is nothing better than having a lot of friends.

RAVNICA™

ALLEGIANCE

CARD ENCYCLOPEDIA

Angel of Grace 3



Creature — Angel

Flash
Flying

When Angel of Grace enters the battlefield, until end of turn, damage that would reduce your life total to less than 1 reduces it to 1 instead.

***, Exile Angel of Grace from your graveyard: Your life total becomes 10.

5/4

024/228 C
RNA • EN • DEAN YEE

Angelic Exaltation 3



Enchantment

Whenever a creature you control attacks alone, it gets +X/+X until end of turn, where X is the number of creatures you control.

*"If we cannot have peace, we will have justice."
—Aurelia*

025/228 C
RNA • EN • JOHN SHERMAN-BRANDER

Archway Angel 5



Creature — Angel

Flying

When Archway Angel enters the battlefield, you gain 2 life for each Gate you control.

A ray of hope breaks through the shroud of rain.

3/4

026/228 C
RNA • EN • MICHAEL CHEN

Arresters Zeal *



Instant

Target creature gets +2/+2 until end of turn.

Addendum — If you cast this spell during your main phase, that creature gains flying until end of turn.

Law is the light of civilization.

027/228 C
RNA • EN • DEYI

Bring to Trial 2



Sorcery

Exile target creature with power 4 or greater.

"In you go, big guy. Watch your head."

028/228 C
RNA • EN • YU THE ARCHER-MERAZEL

Civic Stalwart 3



Creature — Elephant Soldier

When Civic Stalwart enters the battlefield, creatures you control get +1/+1 until end of turn.

*"These are your streets. Defend them!
This is your neighborhood. Honor it!
This is your city. Save it!"*

3/3

029/228 C
RNA • EN • GILBERT SOBRINO

Concordia Pegasus 



Creature — Pegasus 

Flying

"What makes a frog lizard any worse than a bird horse? Prejudice against the Simic, that's what. It's unfair!"
—Thadous Arquef, Guardian Project biomancer

1/3

007/280 C
RINA-EN • CHRIS BURN

Expose to Daylight 



Instant 

Destroy target artifact or enchantment.

Scry 1.

"Lies cannot long withstand the harsh light of day."
—Lavima

008/280 C
RINA-EN • DANIEL LINDGREN

Forbidding Spirit 



Creature — Spirit Cleric 

When Forbidding Spirit enters the battlefield, until your next turn, creatures can't attack you or a planeswalker you control unless their controller pays 2 for each of those creatures.

"You will respect the dead."

3/3

009/280 U
RINA-EN • BEN TIL

Haazda Officer 



Creature — Human Soldier 

When Haazda Officer enters the battlefield, target creature you control gets +1/+1 until end of turn.

"You two, cover the alley! You, with me! Eyes on windows, balconies, and rooftops. Who knows what a fish-octopus-crab can do!"

3/2

010/280 C
RINA-EN • LAURIE MILLER

Hero of Precinct One 



Creature — Human Warrior 

Whenever you cast a multicolored spell, create a 1/1 white Human creature token.

When the established order falters, what remains are ordinary people and their struggle to survive.

2/2

011/280 R
RINA-EN • BRIAN SELZ

Impassioned Orator 



Creature — Human Cleric 

Whenever another creature enters the battlefield under your control, you gain 1 life.

In times of unrest, the crowd is eager for the comfort of strong convictions.

2/2

012/280 C
RINA-EN • MARK ZU

Justiciar's Portal 



Instant 

Exile target creature you control, then return that card to the battlefield under its owner's control. It gains first strike until end of turn.

With the new guildmaster's innovations, arresters can arrive on the scene moments before a crime is committed.

013/280 C
RINA-EN • NEIL D'ESTEVE

Knight of Sorrows 



Creature — Human Knight 

Knight of Sorrows can block an additional creature each combat.

Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.)

The helmet reveals no eyes to witness your penance, no mouth to offer absolution.

3/3

014/280 C
RINA-EN • JEFFREY CHEN

Lumbering Battlement 



Creature — Beast 

Vigilance

When Lumbering Battlement enters the battlefield, exile any number of other nontoken creatures you control until it leaves the battlefield.

Lumbering Battlement gets +2/+2 for each card exiled with it.

4/5

015/280 R
RINA-EN • NATHAN DUNKER

Ministrant of Obligation 



Creature — Human Cleric 

Afterlife 2 (When this creature dies, create two 1/1 white and black Spirit creature tokens with flying.)

When the price of your sins comes due, the Church of Deals is there to collect.

2/1

016/239 R
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Prowling Caracal 



Creature — Cat 

A hunter in the city requires the utmost cunning to survive. It must pounce only if the kill is certain, and leave the remains where no one will see.

3/1

017/239 C
RMA • EN • Jonathan Reid © 2014 Wizards of the Coast

Rally to Battle 



Instant 

Creatures you control get +1/+3 until end of turn. Untap them.

The guildmasters loom large in the political sphere, but in the end, the rulers of Ravnicia are its people.

018/239 R
RMA • EN • Ben Wootten © 2014 Wizards of the Coast

Resolute Watchdog 



Creature — Hound 

Defender

4. Sacrifice Resolute Watchdog: Target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

A friend in good times, a guardian in bad times, and a savior when all else fails.

1/3

019/239 U
RMA • EN • Mignon Cohen © 2014 Wizards of the Coast

Sentinel's Mark 



Enchantment — Aura 

Flash

Enchant creature

Enchanted creature gets +1/+2 and has vigilance.

Addendum — When Sentinel's Mark enters the battlefield, if you cast it during your main phase, enchanted creature gains lifelink until end of turn.

020/239 U
RMA • EN • Zoltan Csizsi © 2014 Wizards of the Coast

Sky Tether 



Enchantment — Aura 

Enchant creature

Enchanted creature has defender and loses flying.

"If you can't control your mount, I will control it for you."
—Mirela, Azorius hussar

021/239 U
RMA • EN • Zoltan Csizsi © 2014 Wizards of the Coast

Smothering Tithe 



Enchantment 

Whenever an opponent draws a card, that player may pay 2. If the player doesn't, you create a colorless Treasure artifact token with "X". Sacrifice this artifact: Add one mana of any color.

"I await your donation."
—Dasha, Orzhov priest

022/239 R
RMA • EN • Mark Rose © 2014 Wizards of the Coast

Spirit of the Spires 



Creature — Spirit 

Flying

Other creatures you control with flying get +0/+1.

She breathes fair winds to tired griffins and lifts songbirds beyond the reach of stalking cats.

2/4

023/239 C
RMA • EN • Yoon-Rae Kim © 2014 Wizards of the Coast

Summary Judgment 



Instant 

Summary Judgment deals 3 damage to target tapped creature.

Addendum — If you cast this spell during your main phase, it deals 5 damage to that creature instead.

Any challenge to Azorius authority is met with swift and potent retribution.

024/239 C
RMA • EN • Derek Ruess Alexander © 2014 Wizards of the Coast

Syndicate Messenger 



Creature — Bird 

Flying
Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.)

*"Many wings haunt the skies these days. Few of them bear good tidings."
 —Lavinia*

2/3

023/230 C
 RNA • EN • YUKAN TROY

Tenth District Veteran 



Creature — Human Soldier 

Vigilance
 Whenever Tenth District Veteran attacks, untap another target creature you control.

"I keep reminding myself we do this because others can't, because we love this city. If we don't save it, no one will."

2/3

023/230 C
 RNA • EN • YUKAN TROY

Tithe Taker 



Creature — Human Soldier 

During your turn, spells your opponents cast cost $\mathbb{1}$ more to cast and abilities your opponents activate cost $\mathbb{1}$ more to activate unless they're mana abilities.

Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.)

2/1

023/230 R
 RNA • EN • AARON MILLER

Twilight Panther 



Creature — Cat Spirit 

$\mathbb{1}$: Twilight Panther gains deathtouch until end of turn.

A pet that can hunt both flesh and spirit is precious in a place where smiling assassins keep company with ghostly shadows.

1/2

023/230 C
 RNA • EN • ELSAN VOIT

Unbreakable Formation 



Instant 

Creatures you control gain indestructible until end of turn.

Addendum — If you cast this spell during your main phase, put a +1/+1 counter on each of those creatures and they gain vigilance until end of turn.

023/230 R
 RNA • EN • MATT STEVART

Watchful Giant 



Creature — Giant Soldier 

When Watchful Giant enters the battlefield, create a 1/1 white Human creature token.

Loitering is not only illegal but unwise, since those who stay too long in one place are apt to be stepped on.

3/6

023/230 C
 RNA • EN • GERRARD BURTONSKI

Arrester's Admonition 



Instant 

Return target creature to its owner's hand.

Addendum — If you cast this spell during your main phase, draw a card.

Law is the voice of reason.

023/230 C
 RNA • EN • ERIC GRAYSON

Benthic Biomancer 



Creature — Merfolk Wizard Mutant 

$\mathbb{1}$ $\mathbb{6}$: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)

Whenever one or more +1/+1 counters are put on Benthic Biomancer, draw a card, then discard a card.

"I am my life's work."

1/1

023/230 R
 RNA • EN • BLAINE

Chillbringer 



Creature — Elemental 

Flying
 When Chillbringer enters the battlefield, tap target creature an opponent controls. It doesn't untap during its controller's next untap step.

If you can see your breath, it's too late to run.

3/3

023/230 C
 RNA • EN • EYAN ZANG

Syndicate Messenger

Creature — Bird

Flying

Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.)

"Many wings haunt the skies these days. Few of them bear good tidings."
—Lavinia

023/289 C
RVA • EN • VICTOR TIMP

2/3

Tenth District Veteran

Creature — Human Soldier

Vigilance

Whenever Tenth District Veteran attacks, untap another target creature you control.

"I keep reminding myself we do this because others can't, because we love this city. If we don't save it, no one will."

023/289 C
RVA • EN • NICK DE BARI

2/3

Tithe Taker

Creature — Human Soldier

During your turn, spells your opponents cast cost $\mathbb{1}$ more to cast and abilities your opponents activate cost $\mathbb{1}$ more to activate unless they're mana abilities.

Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.)

023/289 C
RVA • EN • ANDREW MILLER

2/1

Twilight Panther

Creature — Cat Spirit

Twilight Panther gains death touch until end of turn.

A pet that can hunt both flesh and spirit is precious in a place where smiling assassins keep company with ghostly shadows.

023/289 C
RVA • EN • ISABEL YOTA

1/2

Unbreakable Formation

Instant

Creatures you control gain indestructible until end of turn.

Addendum — If you cast this spell during your main phase, put a +1/+1 counter on each of those creatures and they gain vigilance until end of turn.

023/289 C
RVA • EN • MATT STEWART

Watchful Giant

Creature — Giant Soldier

When Watchful Giant enters the battlefield, create a 1/1 white Human creature token.

Loitering is not only illegal but unwise, since those who stay too long in one place are apt to be stepped on.

023/289 C
RVA • EN • GREGGORY RITCHEY

3/6

Arrestor's Admonition

Instant

Return target creature to its owner's hand.

Addendum — If you cast this spell during your main phase, draw a card.

Law is the voice of reason.

023/289 C
RVA • EN • IRENE GRUJANO

Benthic Biomancer

Creature — Merfolk Wizard Mutant

$\mathbb{1}$ $\mathbb{4}$: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)

Whenever one or more +1/+1 counters are put on Benthic Biomancer, draw a card, then discard a card.

"I am my life's work."

023/289 C
RVA • EN • ISABEL YOTA

1/1

Chillbringer

Creature — Elemental

Flying

When Chillbringer enters the battlefield, tap target creature an opponent controls. It doesn't untap during its controller's next untap step.

If you can see your breath, it's too late to run.

023/289 C
RVA • EN • EVAN ZANG

3/3

Mesmerizing Benthid 3



Creature — Octopus

When Mesmerizing Benthid enters the battlefield, create two 0/2 blue Illusion creature tokens with "Whenever this creature blocks a creature, that creature doesn't untap during its controller's next untap step."
Mesmerizing Benthid has hexproof as long as you control an Illusion.

043/238 M
RMA-EN — RAY WALLER

4/5

Persistent Petitioners 1



Creature — Human Advisor

1, ♣: Target player puts the top card of their library into their graveyard.
Tap four untapped Advisors you control: Target player puts the top twelve cards of their library into their graveyard.
A deck can have any number of cards named Persistent Petitioners.

044/239 C
RMA-EN — JASON BAINVILLE

1/3

Precognitive Perception 3



Instant

Draw three cards.
Addendum — If you cast this spell during your main phase, instead cry 3, then draw three cards.
"To control the present we must master the future."

045/238 R
RMA-EN — CHRIS BASSO

Prying Eyes 3



Instant

Draw four cards, then discard two cards.
"Citizen! Your crime has been recorded. Cease movement and await arrest, or further penalties will be immediately imposed."

046/238 C
RMA-EN — MAGALI VILLENEUVE

Pteramander 1



Creature — Salamander Drake

Flying
7 ♣: Adapt 4. This ability costs 1 less to activate for each instant and sorcery card in your graveyard. (If this creature has no +1/+1 counters on it, put four +1/+1 counters on it.)

047/238 C
RMA-EN — SIMON DONIC

1/1

Quench 1



Instant

Counter target spell unless its controller pays 2.
"When properly invoked, the plasma globule encloses the offensive spell with a satisfying slurp."

048/238 C
RMA-EN — JASON BAINVILLE

Sage's Row Savant 1



Creature — Vedalken Wizard

When Sage's Row Savant enters the battlefield, scry 2.
The streets of Ravnicia are full of former guild members now using their institutional skills for personal gain.

049/239 C
RMA-EN — BAILEY L. DRUMBLE

2/1

Senate Courier 2



Creature — Bird

Flying
1 ♣: Senate Courier gains vigilance until end of turn.
"This Dovin Baan came from nowhere. Watch him. Read his letters. He is more than he appears."
—Lazav

050/239 C
RMA-EN — JOELINE BOOB

1/4

Shimmer of Possibility 1



Sorcery

Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in a random order.
"There's something peculiar about the rain today."
—Janoc, Tin Street tinker

051/238 C
RMA-EN — NICKLAS BAGA

Skatewing Spy 3

Creature — Vedalken Rogue Mutant

5: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Each creature you control with a +1/+1 counter on it has flying.

"A better Ravmica begins with a better Simic."
—Lannifar

2/3

052/253 W
RMA • EN • LARRY RAYBURN

Skitter Eel 3

Creature — Fish Crab

2: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)

"Life has no mistakes, only experiments."
—Yolov, Simic bioengineer

3/3

053/253 C
RMA • EN • MATTHEW BOLEMAN

Slimebind 1

Enchantment — Aura

Flash
Enchanted creature
Enchanted creature gets -4/-0.

"Relax. It's quite harmless. And it will dissolve completely in a month or two."
—Navona, Simic field tester

054/253 C
RMA • EN • MARK BROW

Sphinx of Foresight 2

Creature — Sphinx

You may reveal this card from your opening hand. If you do, scry 3 at the beginning of your first upkeep.

Flying

At the beginning of your upkeep, scry 1.

"I do not understand the future I see: the guilds subverted, the world at war, armies bent to a cruel conqueror's will."

4/4

055/253 W
RMA • EN • TERRY LUTHER

Swirling Torrent 5

Sorcery

Choose one or both —

- Put target creature on top of its owner's library.
- Return target creature to its owner's hand.

"Oops!"
—Gruggrug, sluiceway technician

056/253 C
RMA • EN • BEN WOOTEN

Thought Collapse 1

Instant

Counter target spell. Its controller puts the top three cards of their library into their graveyard.

"I can think of no greater punishment than answering your question in full."
—Lazav

057/253 C
RMA • EN • SARA WINTER

Verity Circle 2

Enchantment

Whenever a creature an opponent controls becomes tapped, if it isn't being declared as an attacker, you may draw a card.

4: Tap target creature without flying.

"Here, there is only truth."
—Barissa, Azorius emissary

058/255 W
RMA • EN • YVES LECHE BOCA

Wall of Lost Thoughts 1

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player puts the top four cards of their library into their graveyard.

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

059/255 W
RMA • EN • ADAM POUSETTE

Windstorm Drake 1

Creature — Drake

Flying

Other creatures you control with flying get +1/+0.

Drakes become especially voracious as they prepare for their autumn migration, hunting the city's thoroughfares from datum to dusk.

3/3

059/256 W
RMA • EN • DUBREY

Awaken the Erstwhile 3 ♣

Sorcery ♣

Each player discards all the cards in their hand, then creates that many 2/2 black Zombie creature tokens.

In preparation for the conflict all foresaw, the Golgari called upon an army that had slept for millennia beneath the city.

041/250 R
RINA • EN • JOSHUA EXLER

Bankrupt in Blood ↓ ♣

Sorcery ♣

As an additional cost to cast this spell, sacrifice two creatures.

Draw three cards.

"Your spirits can rest in peace, for your debts are paid."

042/250 V
RINA • EN • TEE M'ELVON

Blade Juggler 4 ♣

Creature — Human Rogue ♣

Spectacle 2 ♣ (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)

When Blade Juggler enters the battlefield, it deals 1 damage to you and you draw a card.

3/2

043/250 C
RINA • EN • DUSTIN BLACK

Bladebrand ↓ ♣

Instant ♣

Target creature gains deathtouch until end of turn.

Draw a card.

*"The pain of searing iron and razor edges pales beside the pleasure of performance."
—Judith*

044/250 C
RINA • EN • WENDY NELSON

Bloodmist Infiltrator 2 ♣

Creature — Vampire ♣

Whenever Bloodmist Infiltrator attacks, you may sacrifice another creature. If you do, Bloodmist Infiltrator can't be blocked this turn.

Blood seeks blood, and nothing shall hold back its hunger.

3/1

045/250 V
RINA • EN • MITCHELL MASTON

Carrion Imp 3 ♣

Creature — Imp ♣

Flying

When Carrion Imp enters the battlefield, you may exile target creature card from a graveyard. If you do, you gain 2 life.

No scrap of nutrition goes to waste in the undercity.

2/3

046/250 C
RINA • EN • TY MAYER

Catacomb Crocodile 4 ♣

Creature — Crocodile ♣

*"I am sewer-king!" said Rat. "I am quick and cunning and I know every tunnel."
"No, I am king!" said Zombie. "I am cold and deadly and no rot can harm me."
Then Croc came and ate them both.*

3/7

047/250 C
RINA • EN • NICK BROWN

Clear the Stage 4 ♣

Instant ♣

Target creature gets -3/-3 until end of turn. If you control a creature with power 4 or greater, you may return up to one target creature card from your graveyard to your hand.

"Make way! It's time for the final act!"

048/250 V
RINA • EN • LUCAS COLABUONO

Consign to the Pit 5 ♣

Sorcery ♣

Destroy target creature. Consign to the Pit deals 2 damage to that creature's controller.

First your whole life flashes before your eyes. Then you have considerable time to reflect on every regret as you plummet.

049/250 C
RINA • EN • LOUIS BURKE

Cry of the Carnarium 1

Sorcery

All creatures get -2/-2 until end of turn. Exile all creature cards in all graveyards that were put there from the battlefield this turn. If a creature would die this turn, exile it instead.

If your ears bleed, it's a party. If your eyes bleed, it's a Rakdos party.

079/289 U
RMA-EN JONAS BLOOM

Dead Revels 3

Sorcery

Spectacle 1 (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)

Return up to two target creature cards from your graveyard to your hand.

You're only as dead as you feel.

079/289 C
RMA-EN DAVID PALMER

Debtors' Transport 5

Creature — Thrull

Afterlife 2 (When this creature dies, create two 1/1 white and black Spirit creature tokens with flying.)

By design, the sarophagus muffles the debtors' moans but does not silence them.

5/3

072/288 C
RMA-EN DALE KOOPER

Drill Bit 2

Sorcery

Spectacle (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)

Target player reveals their hand. You choose a nonland card from it. That player discards that card.

Never boring.

073/289 U
RMA-EN NIKOLAJ CHERNIN

Font of Agonies

Enchantment

Whenever you pay life, put that many blood counters on Font of Agonies.

1 Remove four blood counters from Font of Agonies: Destroy target creature.

*"No worthwhile reward is easily gained."
—Nicol Bolas*

074/289 U
RMA-EN JASON A. EMMETT

Grotesque Demise 2

Instant

Exile target creature with power 3 or less.

*"A debtor's soul has little value, except as a warning to others who might consider defaulting on their loans."
—Ubea, Orzhov ministrant*

073/288 U
RMA-EN BEN WOODS

Gutterbones

Creature — Skeleton Warrior

Gutterbones enters the battlefield tapped.

1 Return Gutterbones from your graveyard to your hand. Activate this ability only during your turn and only if an opponent lost life this turn.

*"Doom hers, things don't stay dead."
—Lavinia*

2/1

076/289 U
RMA-EN GABRIEL BROTHERS

Ill-Gotten Inheritance 3

Enchantment

At the beginning of your upkeep, Ill-Gotten Inheritance deals 1 damage to each opponent and you gain 1 life.

5 Sacrifice Ill-Gotten Inheritance: It deals 4 damage to target opponent and you gain 4 life.

"The suffering of others is not my concern."

077/289 C
RMA-EN MERINA NELSON

Noxious Groodion 2

Creature — Beast

Deathtouch

*"Behold the groodion! Ichor-slurper, oozing fiend. Foulest wonder underground. Grandest vermin of them all!"
—Zalim the Gutter Bard*

2/2

078/289 C
RMA-EN NEVILL DUNN

Orzhov Enforcer



Creature — Human Rogue

Deathtouch
Afterlife 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.)
"You'll pay what you owe, with your money or your life."

019/218 C
RMA • EN • Matt Stewart

1/2

Orzhov Racketeers



Creature — Human Rogue

Whenever Orzhov Racketeers deals combat damage to a player, that player discards a card.
Afterlife 2 (When this creature dies, create two 1/1 white and black Spirit creature tokens with flying.)
"Looks like you need protection."

019/219 C
RMA • EN • David Palumbo

3/2

Pestilent Spirit



Creature — Spirit

Menace, deathtouch
Instant and sorcery spells you control have deathtouch. (Any amount of damage they deal to a creature is enough to destroy it.)
Its stench corrodes steel. Its miasma sickens angels. Its finality ends hope.

011/281 B
RMA • EN • Anastas Donchev

3/2

Plague Wight



Creature — Zombie

Whenever Plague Wight becomes blocked, each creature blocking it gets -1/-1 until end of turn.
For some goods, the best couriers are the dead.

021/250 C
RMA • EN • Howard Johnson

2/1

Priest of Forgotten Gods



Creature — Human Cleric

* Sacrifice two other creatures: Any number of target players each lose 2 life and sacrifice a creature. You add ♣♣ and draw a card.
The Orzhov are not the only religious tradition on Ravnica, nor the oldest.

021/250 R
RMA • EN • Zak B. Smith

1/2

Rakdos Trumpeter



Creature — Human Shaman

Menace (This creature can't be blocked except by two or more creatures.)
3 ♣ Rakdos Trumpeter gets +2/+0 until end of turn.
"The louder their performance, the quieter we become in comparison. They are the perfect distractions, for only fools ignore the Rakdos."
—Lasev

024/250 C
RMA • EN • Eric Deshaens

1/3

Spawn of Mayhem



Creature — Demon

Spectacle 1 ♣♣ (You may cast this spell for its spectacle cost rather than its mana cost if an opponent has life this turn.)
Flying, trample
At the beginning of your upkeep, Spawn of Mayhem deals 1 damage to each player. Then if you have 10 or less life, put a +1/+1 counter on Spawn of Mayhem.

027/250 W
RMA • EN • Victor Adams Menckel

4/4

Spire Mangler



Creature — Insect

Flash
Flying
When Spire Mangler enters the battlefield, target creature with flying you control gets +2/+0 until end of turn.
Its mandibles can leave a rider in the clouds astride a headless griffin.

027/250 W
RMA • EN • Howard Johnson

2/1

Thirsting Shade



Creature — Shade

Lifelink
2 ♣ : Thirsting Shade gets +1/+1 until end of turn.
"Your life is a blinding light, your breath a gale, your pulse a deafening drum. Be still. Be still."
—Dahiya Trul, "Irbivo Lament"

027/250 W
RMA • EN • Seth M. Kibben

1/1

Undercity Scavenger 2

Creature — Ogre Warrior 1/1

When Undercity Scavenger enters the battlefield, you may sacrifice another creature. If you do, put two +1/+1 counters on Undercity Scavenger, then scry 2.

*"We grow strong by feasting on failure."
—Isomi*

086/289 C
RNA • EN • THOMAS REARDECKER

Undercity's Embrace 2

Instant 1/1

Target opponent sacrifices a creature. If you control a creature with power 4 or greater, you gain 4 life.

The undercity is always hungry.

086/289 C
RNA • EN • TILDA WALLACE

Vindictive Vampire 3

Creature — Vampire 1/1

Whenever another creature you control dies, Vindictive Vampire deals 1 damage to each opponent and you gain 1 life.

In theory, the Guildpact keeps guild feuds from spinning out of control. Personal feuds, however, are not covered.

087/289 C
RNA • EN • RANDY GALLISON

Act of Treason 2

Sorcery 1/1

Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.

Seen through Rakdos eyes, a cruel betrayal is a hilarious stunt.

091/289 C
RNA • EN • SCOTT MEYER

Amplify 2

Creature — Elemental 1/1

At the beginning of your upkeep, reveal cards from the top of your library until you reveal a creature card. Until your next turn, Amplify's base power becomes twice that card's power and its base toughness becomes twice that card's toughness. Put the revealed cards on the bottom of your library in a random order.

092/289 R
RNA • EN • DAN SCOTT

Burn Bright 2

Instant 1/1

Creatures you control get +2/+0 until end of turn.

*"From a great bonfire at the dawn of time, the first Gruul kindled their rage. The same flame burns in you."
—Kroschkar, Gruul shaman*

093/289 C
RNA • EN • SCOTT MEYER

Burning-Tree Vandal 2

Creature — Human Rogue 1/1

Riot (This creature enters the battlefield with your choice of a +1/+1 counter or haste.) Whenever Burning-Tree Vandal attacks, you may discard a card. If you do, draw a card.

The ostentatious splendor of the Orzhov church was just asking to be smashed.

094/289 C
RNA • EN • ANDREW MALLER

Cavalcade of Calamity 1

Enchantment 1/1

Whenever a creature you control with power 1 or less attacks, Cavalcade of Calamity deals 1 damage to the player or planeswalker that creature is attacking.

Let the Dimir worry about witnesses. For the Rakdos, screams count as applause.

095/289 U
RNA • EN • JONAS DE BO

Clamor Shaman 2

Creature — Goblin Shaman 1/1

Riot (This creature enters the battlefield with your choice of a +1/+1 counter or haste.) Whenever Clamor Shaman attacks, target creature an opponent controls can't block this turn.

*"Little goblin. Big noise."
—Rurik Thar*

096/289 U
RNA • EN • THOMAS REARDECKER

Dagger Caster 3



Creature — Vashino Rogue

When Dagger Caster enters the battlefield, it deals 1 damage to each opponent and 1 damage to each creature your opponent control.

"Keep coming. I have knives enough for everyone."

2/3

094/239 U
RMA • EN • VIKTOR TITIP

Deface



Sorcery

Choose one —

- Destroy target artifact.
- Destroy target creature with defender.

"Leave no stone unturned."
—Ruric Thar

094/239 C
RMA • EN • TORIARTE CHAZI/BLAKE

Electrodinance



Instant

Electrodinance deals X damage to any target. You may cast a card with converted mana cost X or less from your hand without paying its mana cost.

"Basically, we turn a bunch of little lightnings into one big lightning."

094/239 X
RMA • EN • DIMITRI BILIMAK

Feral Maaka



Creature — Cat

"Lost are the lush meadows and verdant forests, where maaka prowled and lammasu soared. Lost are the wilds, where our hearts were free."
—Daiva, Gruul storyteller

2/2

100/238 C
RMA • EN • TONKELAA KOO

Flames of the Raze-Boar



Instant

Flames of the Raze-Boar deals 4 damage to target creature an opponent controls. Then Flames of the Raze-Boar deals 2 damage to each other creature that player controls if you control a creature with power 4 or greater.

"Fire will cure a multitude of ills."

101/238 U
RMA • EN • MARK A. ERICE

Gates Ablaze



Sorcery

Gates Ablaze deals X damage to each creature, where X is the number of Gates you control.

When the Izzet's spirit of invention extends to the city's infrastructure, the results are sometimes explosive.

102/239
RMA • EN • EYDOR ZARA

Ghor-Clan Wrecker



Creature — Human Warrior

Riot (This creature enters the battlefield with your choice of a +1/+1 counter or haste.)

Menace (This creature can't be blocked except by two or more creatures.)

"Today the Rubblebelt is a bit larger. That's a good day's work."

2/2

103/239 C
RMA • EN • DAVID PULLMAN

Goblin Gathering



Sorcery

Create a number of 1/1 red Goblin creature tokens equal to two plus the number of cards named Goblin Gathering in your graveyard.

Two's a party. Three's a felony.

104/239
RMA • EN • STEVEN YOUNG

Gravel-Hide Goblin



Creature — Goblin Shaman

3: Gravel-Hide Goblin gets +2/+2 until end of turn.

"No peace accord will save Ravnica. You don't build on rot. You burn it down and start again."
—Domri Rade

2/1

107/239 C
RMA • EN • TONKELAA KOO

Immolation Shaman 1 2



Creature — Vlashino Shaman IMM

Whenever an opponent activates an ability of an artifact, creature, or land that isn't a mana ability, Immolation Shaman deals 1 damage to that player.

3 3 3: Immolation Shaman gets +3/+3 and gains menace until end of turn.

"Hello, kindling."

107/259 R
RINA/EN MATHIAS MEYER

1/3

Light Up the Stage 2 2



Sorcery IMM

Spectacle 2 (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

"Place, everyone!"
—Judith

107/259 R
RINA/EN DAVID BURN

Mirror March 5 2



Enchantment IMM

Whenever a nontoken creature enters the battlefield under your control, flip a coin until you lose a flip. For each flip you won, create a token that's a copy of that creature. Those tokens gain haste. Exile them at the beginning of the next end step.

107/259 R
RINA/EN MICHAEL TON

Rix Maadi Reveler 1 2



Creature — Human Shaman IMM

Spectacle 2 2 2 (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)

When Rix Maadi Reveler enters the battlefield, discard a card, then draw a card. If Rix Maadi Reveler's spectacle cost was paid, instead discard your hand, then draw three cards.

109/259 R
RINA/EN SAGE WHEELER

2/2

Rubble Reading 3 2



Sorcery IMM

Destroy target land. Scry 2.

Gruul oracles see omens in all forms of destruction: the entrails of a maaka's prey, the flight of vultures over a battlefield, the scattering of toppled stone.

110/259 R
RINA/EN ADAM MILLER

Rubblebelt Recluse 4 2



Creature — Ogre Berserker IMM

Rubblebelt Recluse attacks each combat if able.

Joining a guild, even the Gruul, would mean giving up some of his independence. He'd rather smash what he wants to smash.

110/259 R
RINA/EN BRIAN BURN

6/5

Rumbling Ruin 5 2



Creature — Elemental IMM

When Rumbling Ruin enters the battlefield, count the number of +1/+1 counters on creatures you control. Creatures your opponents control with power less than or equal to that number can't block this turn.

The Rubblebelt grows restless.

111/259 R
RINA/EN JAMES BURN

6/6

Scorchmark 1 2



Instant IMM

Scorchmark deals 2 damage to target creature. If that creature would die this turn, exile it instead.

"Have you seen your face? Trust me, this will be an improvement."

110/259 R
RINA/EN TERRY FEELE

Skargan Hellkite 3 2 2



Creature — Dragon IMM

Riot (This creature enters the battlefield with your choice of a +1/+1 counter or haste.)

Flying

3 2: Skargan Hellkite deals 2 damage divided as you choose among one or two targets. Activate this ability only if Skargan Hellkite has a +1/+1 counter on it.

114/259 R
RINA/EN MATHIAS MEYER

4/4

Skewer the Critics 2

Sorcery

Spectacle (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)
Skewer the Critics deals 3 damage to any target.

Going to a Rakdos show is dangerous. Trying to leave early can be fatal.

117/259 C
RMA • EN • HOROWA CROF

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Smelt-Ward Ignus 1

Creature — Elemental

2, Sacrifice Smelt-Ward Ignus: Gain control of target creature with power 3 or less until end of turn. Untap that creature. It gains haste until end of turn. Activate this ability only any time you could cast a sorcery.

"Come in, yes? Is warm!"

2/1

118/258 U
RMA • EN • JUAN CHIO

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Spear Spewer

Creature — Goblin Warrior

Defender
Spear Spewer deals 1 damage to each player.

"Don't waste time aiming, you lazy gob-slugs! Fire!"
—Krenko, mob boss

0/2

117/255 C
RMA • EN • GLEN CECILIANO

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Spikewheel Acrobat 3

Creature — Human Rogue

Spectacle 2 (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)
"Every street's a stage, and every screaming bystander's an audience."

5/2

118/259 C
RMA • EN • DIECKHOFF ALEXANDER

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Storm Strike

Instant

Target creature gets +1/+0 and gains first strike until end of turn. Scry 1.

"My shout is thunder and my fist is lightning!"

118/259 C
RMA • EN • DIMITRY BLONK

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Tin Street Dodger

Creature — Goblin Rogue

Haste
Tin Street Dodger can't be blocked this turn except by creatures with defender.

"That giant didn't even see me, let alone catch me! And I was close enough to smell him! Of course, that's not saying much."

1/1

118/259 U
RMA • EN • YIANG-HAO HAN

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Axebane Beast 3

Creature — Beast

"Imagine a gigantic pine cone that's extremely territorial and always in a foul mood."
—Zhosmir, urban huntermaster

3/4

123/259 C
RMA • EN • SAM DINIAR

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Biogenic Ooze 3

Creature — Ooze

When Biogenic Ooze enters the battlefield, create a 2/2 green Ooze creature token.

At the beginning of your end step, put a +1/+1 counter on each Ooze you control.

1, Create a 2/2 green Ooze creature token.

2/2

123/259 M
RMA • EN • LAURE HENRIEY

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Biogenic Upgrade 4

Sorcery

Distribute three +1/+1 counters among one, two, or three target creatures, then double the number of +1/+1 counters on each of those creatures.

"To survive exceptional times we must adapt by exceptional means."
—Vannifar

123/259 U
RMA • EN • RONALD REIDLER

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End-Raze Forerunners 5

Creature — Boar

Vigilance, trample, haste

When End-Raze Forerunners enters the battlefield, other creatures you control get +2/+2 and gain vigilance and trample until end of turn.

"Smash this city to pieces."
—Domri Rade

124/250 R
RMAA-EN • NATHAN BRADLEY

Enraged Ceratok 2

Creature — Rhino

Enraged Ceratok can't be blocked by creatures with power 2 or less.

"There's no time to calm it down! Run!"

125/250 U
RMAA-EN • JASON GRANT-WEST

Gatebreaker Ram 2

Creature — Sheep

Gatebreaker Ram gets +1/+1 for each Gate you control.

As long as you control two or more Gates, Gatebreaker Ram has vigilance and trample.

So-called "battering rams" pale in comparison to the real thing.

126/250 U
RMAA-EN • JASON BRADLEY

Gift of Strength

Instant

Target creature gets +3/+3 and gains reach until end of turn.

"When the sky screams, when the ground groans, the End-Raze will soon begin."
—Nikya of the Old Ways

127/250 C
RMAA-EN • LUIS ESCOBAR

Growth-Chamber Guardian

Creature — Elf Crab Warrior

2: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)

Whenever one or more +1/+1 counters are put on Growth-Chamber Guardian, you may search your library for a card named Growth-Chamber Guardian, reveal it, put it into your hand, then shuffle your library.

128/250 R
RMAA-EN • BRIAN KEL

Gruul Beastmaster 3

Creature — Human Shaman

Riot (This creature enters the battlefield with your choice of a +1/+1 counter or haste.)

Whenever Gruul Beastmaster attacks, another target creature you control gets +X/+0 until end of turn, where X is Gruul Beastmaster's power.

128/250 R
RMAA-EN • SIMONA TADDEOSINI

Guardian Project 3

Enchantment

Whenever a nontoken creature enters the battlefield under your control, if it doesn't have the same name as another creature you control or a creature card in your graveyard, draw a card.

Simic's strength comes from its diversity.

130/250 R
RMAA-EN • CHRIS RALIN

Incubation Druid

Creature — Elf Druid

☞: Add one mana of any type that a land you control could produce. If Incubation Druid has a +1/+1 counter on it, add three mana of that type instead.

3: Adapt 3. (If this creature has no +1/+1 counters on it, put three +1/+1 counters on it.)

131/250 R
RMAA-EN • JONAS ENCKELSEN

Mammoth Spider 4

Creature — Spider

Reach

"The good news is that the migrating drakes are no longer a problem."
—Bell Mellicite, Azorius hussar

132/250 C
RMAA-EN • BRIAN COPE

Open the Gates ♣

Sorcery M

Search your library for a basic land card or Gate card, reveal it, put it into your hand, then shuffle your library.

"If you don't have a destination in mind, the route is all that matters."
—Tamina, district guide

133/239 C
RMA • EN • IAN THORPE © 2019 Wizards of the Coast

Rampage of the Clans ♣♣

Instant M

Destroy all artifacts and enchantments. For each permanent destroyed this way, its controller creates a 3/3 green Centaur creature token.

"Rage! Rage until the whole world burns!"

134/239 R Story Spotlight
RMA • EN • SUZANNE HILLMOIR © 2019 Wizards of the Coast

Rampaging Rendhorn ♣♣

Creature — Beast M

Riot (This creature enters the battlefield with your choice of a +1/+1 counter or haste.)

Tumult is its natural habitat.

4/4

135/239 C
RMA • EN • DAN WOYTEK © 2019 Wizards of the Coast

Regensis ♣♣♣

Instant M

Return up to two target permanent cards from your graveyard to your hand.

"When you get right down to it, the difference between death and life is just a membrane-enclosed environment maintained by a metabolic process."
—Gulistan, Simic biomancer

137/239 M
RMA • EN • IAN THORPE © 2019 Wizards of the Coast

Root Snare ♣

Instant M

Prevent all combat damage that would be dealt this turn.

The roots run deep under stone and street, with strength that needs but a whisper to awaken.

137/239 C
RMA • EN • CHRIS SPRADLING © 2019 Wizards of the Coast

Sagittars' Volley ♣

Instant M

Destroy target creature with flying. Sagittars' Volley deals 1 damage to each creature with flying your opponents control.

"My bowstring hums in tune with the song of the Worldsoul!"
—Alicarus, Selesnya sagittar

139/239 C
RMA • EN • DICK SCOTT © 2019 Wizards of the Coast

Saruli Caretaker ♣

Creature — Dryad M

Defender

♣, Tap an untapped creature you control: Add one mana of any color.

"I hold the seed of our new beginning."

0/3

139/239 C
RMA • EN • RONARD EVAN © 2019 Wizards of the Coast

Sauroform Hybrid ♣♣

Creature — Human Lizard Warrior M

4♣♣: Adapt 4. (If this creature has no +1/+1 counters on it, put four +1/+1 counters on it.)

"Within each of us, the potential for great power awaits to be released."
—Ziga, Simic mutationist

2/2

140/239 C
RMA • EN • SUZANNE HILLMOIR © 2019 Wizards of the Coast

Silhana Wayfinder ♣♣

Creature — Elf Scout M

When Silhana Wayfinder enters the battlefield, look at the top four cards of your library. You may reveal a creature or land card from among them and put it on top of your library. Put the rest on the bottom of your library in a random order.

"Stay close! It's just a little farther."

2/1

141/239 U
RMA • EN • SUZANNE HILLMOIR © 2019 Wizards of the Coast

Steeple Creeper 2

Creature — Frog Snake

3 : Steeple Creeper gains flying until end of turn.

"If the Fin Clade cannot produce a reliable venomous brasis, mobile in both air and water, then the Guardian Project will absorb its resources."
—Vamifjar

4/2

143/289 C
RVA • EN • STELUN YELMO

Stony Strength

Instant

Put a +1/+1 counter on target creature you control. Untap that creature.

"What you build, we will destroy . . . and bury you in the rubble!"

143/289 C
RVA • EN • CHRIS SCHAER

Sylvan Brushstrider 2

Creature — Beast

When Sylvan Brushstrider enters the battlefield, you gain 2 life.

The mournful howling of brushstriders warns of changing weather and ill winds.

3/2

144/289 C
RVA • EN • DAN SCOTT

Territorial Boar

Creature — Boar

Whenever a creature with power 4 or greater enters the battlefield under your control, Territorial Boar gets +1/+1 and gains vigilance until end of turn.

"The presence of the strong will make you stronger."
—Yeva, Nature's Herald

2/2

145/283 C
RVA • EN • DAN SCOTT

Titanic Brawl

Instant

This spell costs 1 less to cast if it targets a creature you control with a +1/+1 counter on it.

Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

Whoever wins, the neighborhood loses.

145/228 C
RVA • EN • STELUN YELMO

Tower Defense

Instant

Creatures you control get +0/+5 and gain reach until end of turn.

"We've been practicing for this all our lives. This is the final test!"
—Koran Nar, Rubblebelt hunter

147/289 U
RVA • EN • CHRIS SCHAER

Trollbred Guardian

Creature — Troll Frog Warrior

2 : Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)

Each creature you control with a +1/+1 counter on it has trample.

His favorite food is krawl.

5/5

147/289 U
RVA • EN • ANDRUS BOLAN

Wilderness Reclamation 3

Enchantment

At the beginning of your end step, untap all lands you control.

"Walls crack. Buildings fall. Always the wilds return."
—Domri Rade

149/289 U
RVA • EN • FELIX WOLFF

Wrecking Beast 5

Creature — Beast

Riot (This creature enters the battlefield with your choice of a +1/+1 counter or haste.)

Trample

"The best construction makes the most satisfying destruction."
—Domri Rade

6/6

149/289 C
RVA • EN • BEN

Absorb U

Instant

Counter target spell. You gain 3 life.

"In your misguided attempt to subvert the laws, you have eloquently explained why the laws must exist."

152/259 R
RNA • EN • **SEAN DOBNEY** ™ & © 2019 Wizards of the Coast

Aeromunculus J U

Creature — Homunculus Mutant

Flying

2♣♠: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)

"The absence of binocular vision imposes certain challenges for a flying creature, which are overcome via echolocation."

—Somic research notes

2/3

152/259 C
RNA • EN • **SEAN DOBNEY** ™ & © 2019 Wizards of the Coast

Applied Biomancy U

Instant

Choose one or both:

- Target creature gets +1/+1 until end of turn.
- Return target creature to its owner's hand.

153/280 C
RNA • EN • **SCOTT GALTHER** ™ & © 2019 Wizards of the Coast

Azorius Knight-Arbitrator U

Creature — Human Knight

Vigilance

Azorius Knight-Arbitrator can't be blocked.

Thanks to the magic in his Writ of Passage, ams beasts lumbered aside, anarchists bowed their heads, and even Rakdos acrobats rolled their spiked wheels out of his way.

2/5

154/259 C
RNA • EN • **EYEN AMERLIN** ™ & © 2019 Wizards of the Coast

Azorius Skyguard U

Creature — Human Knight

Flying, first strike

Createsures you opponents control get -1/-0.

"These new thopters are all well and good, but four eyes are better than none."

3/3

152/259 U
RNA • EN • **GARRETT STRICKER** ™ & © 2019 Wizards of the Coast

Basilica Bell-Haunt U

Creature — Spirit

When Basilica Bell-Haunt enters the battlefield, each opponent discards a card and you gain 3 life.

You can hear their tolling only when your debt is due.

3/4

156/259 U
RNA • EN • **YOUNG-HAN HAN** ™ & © 2019 Wizards of the Coast

Bedevil U

Instant

Destroy target artifact, creature, or planeswalker.

"It's easy to get taken in by the spectacle, to enjoy a bit of naughty amusement. But make no mistake: the Cult of Rakdos is a danger."

—Tajic

157/259 R
RNA • EN • **SCOTT MCKINNON** ™ & © 2019 Wizards of the Coast

Biomancer's Familiar U

Creature — Mutant

Activated abilities of creatures you control cost 2 less to activate. This effect can't reduce the amount of mana an ability costs to activate to less than one mana.

♣: The next time target creature adapts this turn, it adapts as though it had no +1/+1 counters on it.

2/2

158/259 R
RNA • EN • **SEAN DOBNEY** ™ & © 2019 Wizards of the Coast

Bolrac-Clan Crusher U

Creature — Ogre Warrior

♣, Remove a +1/+1 counter from a creature you control: Bolrac-Clan Crusher deals 2 damage to any target.

Jaharg discovered that the shapes and symmetries so pleasing to the sculptor's eye also yielded a well-balanced bludgeon.

4/4

159/259 U
RNA • EN • **FRANK ISPARDING** ™ & © 2019 Wizards of the Coast

Captive Audience  



Enchantment 

Captive Audience enters the battlefield under the control of an opponent of your choice. At the beginning of your upkeep, choose one that hasn't been chosen:

- Your life total becomes 4.
- Discard your hand.
- Each opponent creates five 2/2 black Zombie creature tokens.

162/258 M
RMA • EN • **UNREY BURBAN** 

Cindervines  



Enchantment 

Whenever an opponent casts a noncreature spell, Cindervines deals 1 damage to that player.

1, Sacrifice Cindervines: Destroy target artifact or enchantment. Cindervines deals 2 damage to that permanent's controller.

162/258 U
RMA • EN • **MASS BURN** 

Clan Guildmage  



Creature — Human Shaman 

1  : Target creature can't block this turn.

2  : Target land you control becomes a 4/4 Elemental creature with haste until end of turn. It's still a land.

162/258 U
RMA • EN • **THORNT THORNT** 

Combine Guildmage  



Creature — Merfolk Wizard 

1  : This turn, each creature you control enters the battlefield with an additional +1/+1 counter on it.

1  : Move a +1/+1 counter from target creature you control onto another target creature you control.

162/258 U
RMA • EN • **YONG-HAO HAO** 

Cult Guildmage  



Creature — Human Shaman 

3  : Target player discards a card. Activate this ability only any time you could cast a sorcery.

2  : Cult Guildmage deals 1 damage to target opponent or planeswalker.

162/258 U
RMA • EN • **YUJIN ASHIE MINGZU** 

Deputy of Detention  



Creature — Vedalken Wizard 

When Deputy of Detention enters the battlefield, exile target nonland permanent an opponent controls and all other nonland permanents that player controls with the same name as that permanent until Deputy of Detention leaves the battlefield.

162/258 R
RMA • EN • **GRON LEE** 

Domri, Chaos Bringer  



Legendary Planeswalker — Domri 

+1: Add  or  if that mana is spent on a creature spell; it gains riot.

-3: Look at the top four cards of your library. You may reveal up to two creature cards from among them and put them into your hand. Put the rest on the bottom of your library in a random order.

-8: You get an emblem with "At the beginning of each end step, create a 4/4 red and green Beast creature token with trample."

162/258 M
RMA • EN • **JACK NITLA** 

Dovin, Grand Arbiter  



Legendary Planeswalker — Dovin 

+1: Until end of turn, whenever a creature you control deals combat damage to a player, put a loyalty counter on Dovin, Grand Arbiter.

-1: Create a 1/1 colorless Thopter artifact creature token with flying. You gain 1 life.

-7: Look at the top ten cards of your library. Put three of them into your hand and the rest on the bottom of your library in a random order.

162/258 U
RMA • EN • **SHAWN YONER** 

Dovin's Acuity  



Enchantment 

When Dovin's Acuity enters the battlefield, you gain 2 life and draw a card. Whenever you cast an instant spell during your main phase, you may return Dovin's Acuity to its owner's hand.

Dovin ticked the Planeswalkers off on his fingers: himself, Domri, Kaya, Rai, Vraska . . . and Botas made an even six.

162/258 U
RMA • EN • **ANDREW L. DEBARE** 

Emergency Powers 5

Instant

Each player shuffles their hand and graveyard into their library, then draws seven cards. Exile Emergency Powers.

Addendum — If you cast this spell during your main phase, you may put a permanent card with converted mana cost 7 or less from your hand onto the battlefield.

149/280 M Story Spotlight
RMA • EN • Gabe Geller

mtgstory.com
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Ethereal Absolution 4

Enchantment

Creatures you control get +1/+1. Creatures your opponents control get -1/-1.

♦♦♦♦: Exile target card from an opponent's graveyard. If it was a creature card, you create a 1/1 white and black Spirit creature token with flying.

*"Time to let the dead be dead."
—Kaya, to Teysa*

170/250 M Story Spotlight
RMA • EN • Eric Schickler

mtgstory.com
™ & © 2019 Wizards of the Coast

Final Payment

Instant

As an additional cost to cast this spell, pay 5 life or sacrifice a creature or enchantment.

Destroy target creature.

"There's nothing quite like the feeling of paying off a large debt."

171/250 C
RMA • EN • Victoria Mengler

™ & © 2019 Wizards of the Coast

Fireblade Artist

Creature — Human Shaman

Haste

At the beginning of your upkeep, you may sacrifice a creature. When you do, Fireblade Artist deals 2 damage to target opponent or planeswalker.

"Let's find out what kind of audience you are. Festive? Fearless?"

172/265 U
RMA • EN • Steve Artzt

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Frenzied Aryn

Creature — Cat Beast

Riot (This creature enters the battlefield with your choice of a +1/+1 counter or haste.)

Trample

♦♦♦♦: Frenzied Aryn gets +3/+0 until end of turn.

173/280 C
RMA • EN • Filip Brubaker

™ & © 2019 Wizards of the Coast

Friilled Mystic

Creature — Elf Lizard Wizard

Flash

When Friilled Mystic enters the battlefield, you may counter target spell.

"Your arrival was expected... and unwelcome."

174/265 U
RMA • EN • Rasha Buehler

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Galloping Lizrog

Creature — Frog Lizard

Trample

When Galloping Lizrog enters the battlefield, you may remove any number of +1/+1 counters from among creatures you control. If you do, put twice that many +1/+1 counters on Galloping Lizrog.

*"I might have overfed him."
—Gulistan, Simic biomancer*

175/280 U
RMA • EN • Jeff Labrecque

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Get the Point

Instant

Destroy target creature. Scry 1.

*"Vraska sees the grandeur in death but misses the hilarity."
—Judith*

176/280 C
RMA • EN • Steve Artzt

™ & © 2019 Wizards of the Coast

Grasping Thrull

Creature — Thrull

Flying

When Grasping Thrull enters the battlefield, it deals 2 damage to each opponent and you gain 2 life.

"Debt due! Debt due!" The thrull's screeching makes children flinch and debtors quail. "Debt due!"

177/280 C
RMA • EN • Greg McInerney

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Growth Spiral  



Instant 

Draw a card. You may put a land card from your hand onto the battlefield.

Cyclical and spiral patterns are the specialty of the Gyre Clade, which seeks to revitalize the cycles of nature.

178/255 C
RMA • EN • STE MILLIRON  © 2019 Wizards of the Coast

Gruul Spellbreaker  



Creature — Ogre Warrior 

Riot (This creature enters the battlefield with your choice of a +1/+1 counter or haste.)
Trample
As long as it's your turn, you and Gruul Spellbreaker have hexproof.
She displays her scars with pride.

178/255 R
RMA • EN • ZION BURN  © 2019 Wizards of the Coast

Gyre Engineer  



Creature — Vedalken Wizard 

☞ Add  

"As I contemplate what is, I dive ever deeper into the depths of possibility. Then I set an experiment in motion and watch the truth rise to the surface."

160/220 U
RMA • EN • ANDREW PAUMON  © 2019 Wizards of the Coast

Hackrobat  



Creature — Human Rogue 

Spectacle ☞ (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)
☞ Hackrobat gains deathtouch until end of turn.
☞ Hackrobat gets +2/-2 until end of turn.
"They all want to see me fall!"

187/250 U
RMA • EN • SIMON BOWEN  © 2019 Wizards of the Coast

High Alert  



Enchantment 

Each creature you control assigns combat damage equal to its toughness rather than its power.
Creatures you control can attack as though they didn't have defender.
☞ ☞ : Untap target creature.

187/250 U
RMA • EN • BILLYMAY  © 2019 Wizards of the Coast

Hydroid Krasis  



Creature — Jellyfish Hydra Beast 

When you cast this spell, you gain half X life and draw half X cards. Round down each time.
Flying, trample
Hydroid Krasis enters the battlefield with X +1/+1 counters on it.
Havoc is a small price to pay for data.

187/250 M
RMA • EN • TERRY FEELE  © 2019 Wizards of the Coast

Imperious Oligarch  



Creature — Human Cleric 

Vigilance
Aftertell 1 (When this creature dies, create a 1/1 white and black Spirit creature token with flying.)
The rights of ghosts are strictly protected under Orzhov bylaws, and those who enforce them can count on the ghosts' assistance.

184/250 C
RMA • EN • JOSHUA WOOD  © 2019 Wizards of the Coast

Judith, the Scourge Diva  



Legendary Creature — Human Shaman 

Other creatures you control get +1/+0.
Whenever a nontoken creature you control dies, Judith, the Scourge Diva deals 1 damage to any target.
At the end of the show, she stands alone on a stage brilliant with blood.

185/250 R
RMA • EN • WISSEY BOST  © 2019 Wizards of the Coast

Kaya, Orzhov Usurper  



Legendary Planeswalker — Kaya 

+1 : Exile up to two target cards from a single graveyard. You gain 2 life if at least one creature card was exiled this way.
-1 : Exile target nonland permanent with converted mana cost 1 or less.
-5 : Kaya, Orzhov Usurper deals damage to target player equal to the number of cards that player owns in exile and you gain that much life.

188/250 M
RMA • EN • JORDY CHOI  © 2019 Wizards of the Coast

Kaya's Wrath ♦♦♦♦

Sorcery MON

Destroy all creatures. You gain life equal to the number of creatures you controlled that were destroyed this way.

Teysa convened the meeting of the Obzedat. Kaya ended it.

197/259 U
RMA • EN • STEVE BELLON

Knight of the Last Breath 5 ♦♦

Creature — Giant Knight MON

♦, Sacrifice another nontoken creature: Create a 1/1 white and black Spirit creature token with flying.

Afterlife 3 (*When this creature dies, create three 1/1 white and black Spirit creature tokens with flying.*)

182/259 U
RMA • EN • MILIND GEDAN

Lavinia, Azorius Renegade ♦♦♦

Legendary Creature — Human Soldier MON

Each opponent can't cast noncreature spells with converted mana cost greater than the number of lands that player controls.

Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.

"I told Jace that Ravnicka would fall apart if he didn't take his responsibilities seriously. I didn't want to be right."

197/259 U
RMA • EN • STEVE BELLON

Lawmage's Binding ♦♦♦

Enchantment — Aura MON

Flash
Enchant creature
Enchanted creature can't attack or block, and its activated abilities can't be activated.

190/259 C
RMA • EN • MARK BLEN

Macabre Mockery 2 ♦♦♦

Instant MON

Put target creature card from an opponent's graveyard onto the battlefield under your control. It gets +2/+0 and gains haste until end of turn. Sacrifice it at the beginning of the next end step.

The Rakdos put the "fun" in "funeral."

191/259 U
RMA • EN • DELORENZO ALEXANDRE

Mortify ♦♦♦

Instant MON

Destroy target creature or enchantment.

*"Your debt is erased."
—Hilgav, Orzhov euhemist*

197/259 U
RMA • EN • ANTHONY FALIRNO

Nikya of the Old Ways 3 ♦♦♦

Legendary Creature — Centaur Druid MON

You can't cast noncreature spells.

Whenever you tap a land for mana, add one mana of any type that land produced.

"The hooves of the Raze-Boar will trample the weak—and their city—to dust!"

193/250 C
RMA • EN • FRANK PALOMBE

Pitiless Pontiff ♦♦♦

Creature — Vampire Cleric MON

♦, Sacrifice another creature: Pitiless Pontiff gains deathtouch and indestructible until end of turn. (*Damage and effects that say "destroy" don't destroy it.*)

"Pay in gold. Pay in blood. Pay with the servitude of your spirit kin. But pay you must."

184/250 U
RMA • EN • VICTORIAL CHIO

Prime Speaker Vannifar 2 ♦♦♦

Legendary Creature — Elf Ooze Wizard MON

♦, Sacrifice another creature: Search your library for a creature card with converted mana cost equal to 1 plus the sacrificed creature's converted mana cost, put that card onto the battlefield, then shuffle your library. Activate this ability only any time you could cast a sorcery.

197/250 U
RMA • EN • SILEXAN TAYLOR

Rafter Demon 



Creature — Demon 

Spectacle  (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)

When Rafter Demon enters the battlefield, if its spectacle cost was paid, each opponent discards a card.

4/2

197/289 C
RMA • EN • SLOVENEK MARAK

Rakdos Firewheeler 



Creature — Human Rogue 

When Rakdos Firewheeler enters the battlefield, it deals 2 damage to target opponent and 2 damage to up to one target creature or planeswalker.

Ever wonder why you never see an old Rakdos cultist?

4/3

197/289 U
RMA • EN • SLOVENEK MARAK

Rakdos Roustabout 



Creature — Ogre Warrior 

Whenever Rakdos Roustabout becomes blocked, it deals 1 damage to the player or planeswalker it's attacking.

"That one has a bright future—perfect instincts for the rhythm of mayhem."
—Judith

3/2

197/289 U
RMA • EN • LUCAS GRUBINSKI

Rakdos, the Showstopper 



Legendary Creature — Demon 

Flying, trample

When Rakdos, the Showstopper enters the battlefield, flip a coin for each creature that isn't a Demon, Devil, or Imp. Destroy each creature whose coin comes up tails.

"Entertain me."

6/6

189/289 M
RNA • EN • YVESLA TIEBOY

Ravager Wurm 



Creature — Wurm 

Riot (This creature enters the battlefield with your choice of a +1/+1 counter or haste.)

When Ravager Wurm enters the battlefield, choose up to one —

- Ravager Wurm fights target creature you don't control.
- Destroy target land with an activated ability that isn't a mana ability.

4/5

200/289 M
RNA • EN • STEPHEN YELDRYD

Rhythm of the Wild 



Enchantment 

Creature spells you control can't be countered.

Nontoken creatures you control have riot. (They enter the battlefield with your choice of a +1/+1 counter or haste.)

Some view Domri's unlikely ascent as a sign of Ilharg the Raze-Boar's imminent return.

201/289 U
RNA • EN • TOMASZ WISNIEWSKI

Rubblebelt Runner 



Creature — Vashino Warrior 

Rubblebelt Runner can't be blocked by creature tokens.

The sly, stealthy warriors of the Sliak Clan survive by hiding in high ground and ambushing their enemies. Other Gruul call them shulkers and cowards, but only from a safe distance.

3/3

202/289 C
RNA • EN • DUBROVNIK ALEXANDER

Savage Smash 



Sorcery 

Target creature you control gets +2/+2 until end of turn. It fights target creature you don't control. (Each deals damage equal to its power to the other.)

A Gruul berserker is never unarmed.

3/3

202/289 C
RNA • EN • JONAS BONIN

Senate Guildmage 



Creature — Human Wizard 

- , ♦: You gain 2 life.
- ♦, ♠: Draw a card, then discard a card.

2/2

207/289 U
RNA • EN • CHRYSTO LEE

Seraph of the Scales 2 3



Creature — Angel

Flying

• Seraph of the Scales gains vigilance until end of turn.

• Seraph of the Scales gains deathtouch until end of turn.

Afterlife 2 (When this creature dies, create two 1/1 white and black Spirit creature tokens with flying.)

20/25/10
RNA • EN • MAGALI VELENDRE ™ & © 2014 Wizards of the Coast

4/3

Sharktocrab 2 4



Creature — Fish Octopus Crab

2 • ♦ ♦. Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)

Whenever one or more +1/+1 counters are put on Sharktocrab, tap target creature an opponent controls. That creature doesn't untap during its controller's next untap step.

20/25/10
RNA • EN • HERAN COTO ™ & © 2014 Wizards of the Coast

4/4

Simic Ascendancy 1 6



Enchantment

1 • ♦ ♦. Put a +1/+1 counter on target creature you control.

Whenever one or more +1/+1 counters are put on a creature you control, put that many growth counters on Simic Ascendancy.

At the beginning of your upkeep, if Simic Ascendancy has twenty or more growth counters on it, you win the game.

20/25/10
RNA • EN • IAN ™ & © 2014 Wizards of the Coast

Sphinx of New Prahv 3 3 4



Creature — Sphinx

Flying, vigilance

Spells your opponents cast that target Sphinx of New Prahv cost ♦ more to cast.

Asorius sphinxes are loyal to the precepts of the law, not to any particular guildmaster—even one of their own kind.

20/25/10
RNA • EN • SARA WHITE ™ & © 2014 Wizards of the Coast

4/3

Sphinx's Insight 2 3 4



Instant

Draw two cards.

Addendum — If you cast this spell during your main phase, you gain 2 life.

“Do not think me blind to your true mission . . . or your true master, Grand Arbiter.”

20/25/10
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Sunder Shaman 2 4 4



Creature — Giant Shaman

Sunder Shaman can't be blocked by more than one creature.

Whenever Sunder Shaman deals combat damage to a player, destroy target artifact or enchantment that player controls.

“You take our souls, we take your city.”

20/25/10
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5/5

Syndicate Guildmage 3 3



Creature — Human Cleric

♦ ♦ ♦. Tap target creature with power 4 or greater.

♦ ♦ ♦. ♦ ♦. Syndicate Guildmage deals 2 damage to target opponent or planeswalker.

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2/2

Teysa Karlov 2 3 3



Legendary Creature — Human Advisor

If a creature dying causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.

Creature tokens you control have vigilance and lifelink.

While Kaya is guildmaster, Teysa waits patiently at the center of the Orzhov web of power.

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2/4

Theater of Horrors 1 6



Enchantment

At the beginning of your upkeep, exile the top card of your library.

During your turn, if an opponent lost life this turn, you may play cards exiled with Theater of Horrors.

♦ ♦ ♦. Theater of Horrors deals 1 damage to target opponent or planeswalker.

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Zegana, Utopian Speaker 



Legendary Creature — Merfolk Wizard 

When Zegana, Utopian Speaker enters the battlefield, if you control another creature with a $+1/+1$ counter on it, draw a card.

4  **4** : Adapt 4. (If this creature has no $+1/+1$ counters on it, put four $+1/+1$ counters on it.) Each creature you control with a $+1/+1$ counter on it has trample.

216/259 C
RMA-EN  MANDRILL
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Zhur-Taa Goblin 



Creature — Goblin Berserker 

Riot (This creature enters the battlefield with your choice of a $+1/+1$ counter or haste.)

Among the Zhur-Taa Clan, goblins are the first to enter battlefury. When the battle is over, the survivors are still fuming at the mouth, looking for someone to hit.

216/259 C
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Footlight Fiend 



Creature — Devil 

When Footlight Fiend dies, it deals 1 damage to any target.

"This footlight's broken. Get me a stagehand!"
—Judith

216/259 C
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Rubble Slinger 



Creature — Human Warrior 

Reach

"Tear down the city he by tie. Then throw it back at the hairs, stone by stone."
—Domri Rade

217/259 C
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Scuttlegator 



Creature — Crab Turtle Crocodile 

Defender

6  **6** : Adapt 3. (If this creature has no $+1/+1$ counters on it, put three $+1/+1$ counters on it.)

As long as Scuttlegator has a $+1/+1$ counter on it, it can attack as though it didn't have defender.

218/250 C
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Senate Griffin 



Creature — Griffin 

Flying

When Senate Griffin enters the battlefield, scry 1.

"The Senate griffins overhead used to make people think of order and safety. Not anymore."
—Lavinia

219/259 C
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Vizkopa Vampire 



Creature — Vampire 

Lifelink

Orzhov vampires look for allies in unlikely places in case their new guildmaster turns on them. The fate of the Obedat is proof of Kaya's power and her hatred of the living dead.

220/258 C
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Bedazzle 



Instant

Destroy target nonbasic land. Bedazzle deals 2 damage to target opponent or planeswalker.

Bedeck 



Instant

Target creature gets $+3/-3$ until end of turn.

222/259 C
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Carnage 



Sorcery

Carnage deals 3 damage to target creature or planeswalker. That damage to that permanent's controller.

Carnival 



Instant

Carnival deals 1 damage to target creature or planeswalker and 1 damage to that permanent's controller.

222/259 C
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Gate Colossus 8

Artifact Creature — Construct

This spell costs 1 less to cast for each Gate you control.
Gate Colossus can't be blocked by creatures with power 2 or less.
Whenever a Gate enters the battlefield under your control, you may put Gate Colossus from your graveyard on top of your library.

237/259 M
RMA • EN • CHRIS STAMER

Glass of the Guildpact 2

Artifact

Multicolored creatures you control get +1/+1.

*"Counterbalanced forces sustain this city. No faction above others. A beautiful idea."
—Emmara*

237/259 M
RMA • EN • DANIEL MERRITT

Gruu Locket 3

Artifact

•: Add • or •.
••••••••, •, Sacrifice Gruu Locket: Draw two cards.

*"In life, it was a cunning survivor, fearless and quick. May its power pass to you as you wear its skull."
—Gna, Gruu shaman*

234/259 C
RMA • EN • JAY WALKER

Junktroller 4

Artifact Creature — Golem

Defender

•: Put target card from a graveyard on the bottom of its owner's library.

*"Hey, wait! That's my boot!"
—Dario, Ivy Street ruffian*

237/259 M
RMA • EN • CHRIS STAMER

Orzhov Locket 3

Artifact

•: Add * or •.
••••••••, •, Sacrifice Orzhov Locket: Draw two cards.

*"It looks expensive, doesn't it? You have no idea...
—Milana, Orzhov prelate*

236/259 C
RMA • EN • YVES LABERGE

Rakdos Locket 3

Artifact

•: Add • or •.
••••••••, •, Sacrifice Rakdos Locket: Draw two cards.

*"This trinket will gain you admittance to some painfully exclusive gatherings."
—Exava, blood witch*

237/259 C
RMA • EN • SANG CROU

Scrabbling Claws 1

Artifact

•: Target player exiles a card from their graveyard.

1, Sacrifice Scrabbling Claws: Exile target card from a graveyard. Draw a card.

Feed it steel. Feed it gold. Feed it bone. In the belly of the furnace, the flames know no difference.

237/259 M
RMA • EN • JAMES FIFE

Screaming Shield 1

Artifact — Equipment

Equipped creature gets +0/+3 and has "2, •: Target player puts the top three cards of their library into their graveyard."

Equip 3 (3: Attach to target creature you control. Equip only as a sorcery.)

Shhh...

237/259 M
RMA • EN • TIMO LANGE

Simic Locket 3

Artifact

•: Add • or •.
••••••••, •, Sacrifice Simic Locket: Draw two cards.

*"Like our guild itself, this locket can stand for many things. You must discern what it means for you."
—Vannifar*

240/259 M
RMA • EN • THOMAS BLAISE

Sphinx of the Guildpact 7



Artifact Creature — Sphinx

Sphinx of the Guildpact is all colors.
Flying

Hexproof from monocolored (*This creature can't be the target of monocolored spells or abilities your opponents control.*)

246/259 R
RNA • EN • MARIO CEREN

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Tome of the Guildpact 5



Artifact

Whenever you cast a multicolored spell, draw a card.
☉: Add one mana of any color.

*"Reading it has given me a glimpse of what makes this deeply flawed city so very magnificent."
—Dovin Baan*

246/259 R
RNA • EN • RANDY GALLEGO

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Azorius Guildgate



Land — Gate

Azorius Guildgate enters the battlefield tapped.
☉: Add * or ♦.

*"If the populace fears our authority, then I'd say we have an appropriately sensible populace."
—Dovin Baan*

246/259 R
RNA • EN • TITUS LINTNER

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Azorius Guildgate



Land — Gate

Azorius Guildgate enters the battlefield tapped.
☉: Add * or ♦.

*"If you want to know what's really going on in any building, you don't walk in the front door. You stake out the back."
—Lavinia*

246/259 R
RNA • EN • TITUS LINTNER

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Blood Crypt



Land — Swamp Mountain

(☉: Add ♠ or ♣.)

As Blood Crypt enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

Life is a show, and death its final performance.

246/259 R
RNA • EN • ADAM POKRITTI

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Breeding Pool



Land — Forest Island

(☉: Add ♠ or ♣.)

As Breeding Pool enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

*"One beginning, many paths."
—Vannifar*

246/259 R
RNA • EN • BEN BARTERA

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Gateway Plaza



Land — Gate

Gateway Plaza enters the battlefield tapped.
When Gateway Plaza enters the battlefield, sacrifice it unless you pay 1.

☉: Add one mana of any color.

The Chamber of the Guildpact has fallen silent, its bright promise broken.

246/259 R
RNA • EN • TEO CRIVELLO

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Godless Shrine



Land — Plains Swamp

(☉: Add * or ♣.)

As Godless Shrine enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

Sin is debt, and absolution is paid in tithes of gold and blood.

246/259 R
RNA • EN • BEN BARTERA

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Gruul Guildgate



Land — Gate

Gruul Guildgate enters the battlefield tapped.
☉: Add ♣ or ♠.

*"Beyond this gate there are no citizens, only predators and prey."
—Domri Rade*

246/259 R
RNA • EN • ALEXANDER FOURNESS

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Gruul Guildgate

Land — Gate

Gruul Guildgate enters the battlefield tapped.

☞: Add \spadesuit or \heartsuit .

"Old turf. Powerful turf. Much good blood spilled here."
—Ruric Thar

280/280 C
RMA • EN • ALEXANDER FORTIN

Hallowed Fountain

Land — Plains Island

(☞: Add * or \spadesuit .)

As Hallowed Fountain enters the battlefield, you may pay 2 life. If you don't, it enters the battlefield tapped.

"The ever-watchful center of a growing web of eyes."

237/238 R
RMA • EN • KEVIN FORTIN

Orzhov Guildgate

Land — Gate

Orzhov Guildgate enters the battlefield tapped.

☞: Add * or \heartsuit .

"So much wealth. So much splendor. So much temptation to believe the gilded lie."
—Kaya

227/229 C
RMA • EN • CHRIS CHOLE

Orzhov Guildgate

Land — Gate

Orzhov Guildgate enters the battlefield tapped.

☞: Add * or \heartsuit .

"If you think the cathedral is impressive, you should see what's down below."
—Teysa

237/239 C
RMA • EN • CHRIS CHOLE

Plaza of Harmony

Land

When Plaza of Harmony enters the battlefield, if you control two or more Gates, you gain 3 life.

☞: Add \heartsuit .

☞: Add one mana of any type that a Gate you control could produce.

254/258 R
RMA • EN • JASON CHAFFIN

Rakdos Guildgate

Land — Gate

Rakdos Guildgate enters the battlefield tapped.

☞: Add \heartsuit or \spadesuit .

"My servants take pains for your pleasure, and take pleasure in your pain!"
—Rakdos

285/280 C
RMA • EN • TOMAS DE BR

Rakdos Guildgate

Land — Gate

Rakdos Guildgate enters the battlefield tapped.

☞: Add \heartsuit or \spadesuit .

"Slip in the back if you don't want to be recognized. Don't worry—we'll make sure you're never found!"
—Judith

286/280 C
RMA • EN • ANAN POKETI

Simic Guildgate

Land — Gate

Simic Guildgate enters the battlefield tapped.

☞: Add \clubsuit or \spadesuit .

"Mystery is beauty. Within the unknown we plumb revelation."
—Zamfirar

257/280 C
RMA • EN • ANAN POKETI

Simic Guildgate

Land — Gate

Simic Guildgate enters the battlefield tapped.

☞: Add \clubsuit or \spadesuit .

"When the Prime Speaker goes too far, I will be here in the safety of the deeps to correct her."
—Zegana

246/280 C
RMA • EN • ANAN POKETI



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